

The Features and Attributes of

Vehicles and Enemies

Vehicles:

Hovercraft: This can hover over most surfaces including rock, water and lava. As it is very light and hovers just one foot off the ground it is very susceptible to water waves or attack from enemies such as lava monsters.

Large Catamaran: This sails in the water and can be used to transport small vehicles such as the small truck or the small digger.

Large Mobile Laser Platform: This can laser through soft, medium and hard rock very quickly. Should the laser be fired upon an enemy it will give an electric shock and the enemy will run away.

Loder Dozer: This can be used to bash into rock at high speed. It can also shovel up large amounts of earth to used to fill crevices or build islands across water.

Tunnel Transporter: This can be used to transport men, crystals, ore, even a small truck or small digger. It will land, takeoff and fly under player control.

Rapid Rider: This is a small catamaran which can transport a RockRaider and a has a small storage area to carry crystals.

Small Digger: This is useful for digging soft soil and transporting crystals. It is fairly fast and can outrun most enemies.

Small Mobile Laser Platform: This has similar abilities to the large mobile laser platform, but is lighter and faster and can only drill soft and medium rock.

Small Truck: This is the fastest land based vehicle over flat land with a storage space for one crystal.

Granite Grinder: The Granite Grinder is capable of going over the bumpiest of terrain and can break cave walls by repeated ramming them and drilling creating a sort of hammer action.

Small Helicopter: This is capable of transporting only the pilot but needs fuel. It has a turbo action for very fast speed and is excellent for flying across difficult terrain e.g. water or lava. Due to its height and turbo jets it is very difficult for the planet inhabitants to attack it in flight.

Enemies:

Rock Monster: The rock monster is a very powerful land based enemy. It can punch vehicles and buildings. It can stamp its feet, causing earth tremors which may topple granite grinders or your Rock Raider man if he is not in a suitable vehicle.

Ice Monster: This creature has similar abilities to the Rock monster but as it is lighter in weight, it cannot cause earth tremors. It can however freeze objects in a tomb of ice with its frosty breath. If a vehicle is encased in ice it will require fully de-frosting before being operational.

Lava Monster: This creature lives in the lava and will fire jets of lava or throw balls of lava at anything that comes close to its domain. This is a very dangerous creature and can move through the lava very rapidly often laying in ambush for the unsuspecting victims.

Large Spiders: The large spiders are very fast insects which can spit web over short distances. They tend to ambush their prey by surrounding the prey in packs, immobilising vehicles with their sticky web.

Rock Whale: The rock whale is a large lumbering oaf like creature, which slowly walks around the level. It often stops for a sleep in the most awkward of places and can cause delays forcing the RR man to use an alternative route. This often means drilling or digging around it. However, if provoked it can attack using its body as a battering ram.

Scabby Scavenger: This mischevious creature steals crystals and even wheels from vehicles. He usually gets bored with his booty and often will drop it nearby and goes off to find something else of interest.

Slugs: Slugs act like small battering rams. They often work in packs but due to their weight, often inflict only minimal damage on the large vehicles but can be quite devastating for small vehicles after sustaining a prolonged attack.

Scorpions, Snakes, Bats: These creatures normally only have any effect on the RR himself as they are too small to cause any damage to vehicles.

